Quest for the Lost Pixel

About this Document 1
About the Quest 2
Game Startup 2
Game Flow 3
Inventory: Treasures and Artifacts 9
Basic Game Rules 9
Rules Clarifications 13

About this Document

This document assumes you have read through the base game manual and the expansion leaflets to familiarize yourself with the game and its components, and to handle any integrating of the various expansions. It also assumes you're playing with everything all at once, save for the Village and Deity modes which I've left as optional.

I tried to fix spelling and grammar issues I found in the original materials, and tried to standardize language and terms wherever I could.

I also added an additional phase, the "Time Phase" as I kept forgetting to do this.

If anybody has suggestions on how I could improve the formatting, layout, organization, or anything at all, please leave a comment on the file on BGG and I'll do my best to make updates.

Where I felt it may be helpful, I used color coding on some key terms and headings so you know which expansion leaflet to reference should you need to:

- **Catacombs of Atheria**
- **Risk and Reward**
- **Hack Slash Loot**
- **Sunken Treasure**
- **Deities of Time**
- **Game Over**

About the Quest

You must choose a hero and venture forward through the ever changing dungeon. What are you after? The Lost Pixel of course! Make it through all 10 floors and beat the time clock to avoid being swallowed up into oblivion.

Level your hero up to defeat the upscaling monsters as you go deeper and deeper to each floor. Discover new items, treasures, events, and artifacts as you explore each floor for stairs to take you further down.

Make it to the 10th floor, find the Lost Pixel, and look for the portal to escape the dungeon to fulfill your quest and WIN the game!!!

Game Startup

1) Choose a Hero

This can be done at random or by having players choose their favorite **Hero**. Be Sure to take your **Hero Card**, their corresponding **Advanced Class card**, their **Hero Avatar**, 3 random **Side Quest Cards**, and 1 random **Pet Card.**

2) A Hero's Spell

Each player draws 2 random **Spell Cards**. Give 1 **Spell Card** to your **Hero** and place the other on the bottom of the **Spell Deck**.

3) Starting Inventory

Each player draws 3 **Gem cards** from the **Gem Deck** and places them into their **Inventory** (their hand).

4) Game Set Up

Shuffle all cards into their respective decks. Place them onto the table as seen on pg. 2 of the base game rulebook. Place all **Fish tokens** (including the blue **Sunken Chest** and **Blank Water** tokens) into the blue bag and shuffle them up. The **Fish** decks may be shuffled separately then placed on top of each other (by size) starting with **Small Fish** on top and **Trophy Fish** on the bottom.

5) Dungeon Blueprint:

When shuffling the **Dungeon Tile deck** for the current floor, be sure to add the **End Tile** (*the tile with a downward stair space on it*) into the deck. Always begin each dungeon floor with the **Starting Tile** (*the tile with an upward facing stair space on it*). See pg. 3 of this document for the **Dungeon Tile Deck** makeup for floors 1-9.

6) Village Setup (optional)

During game setup, remove the **Hero's Home Building** from the **Village Deck**. Place this in a spot on your table that's easy to see. This area is known as **The Village**. Place the rest of the

Village Buildings under the **Hero's Home Card**. Place these face down on their LOCKED side. You may look at the contents of the **Village Deck** at any time.

7) Deity Setup (optional)

Remove the base game **Time Cards** and replace them with the **Deity Time Cards**. Next, each player draws 2 **Deity Cards** from the **Deity Deck**, selects 1, and discard the other. Search through the **Time Deck** and find the **Deity Time Card** that matches everyone's chosen **Deity Card**. Then randomly draw more **Deity Time Cards** equal to the player count and place them onto the chosen **Deity Time Cards**. This is now your **Time Card Deck** for the whole game. Keep the deck **Deity-side** down.

8) Follow the Leader

Roll dice to determine which player gets to go first (highest roll becomes the first player)

Game Set Up for 1-4 Players

Player Count	Dungeon Tiles	Catacombs Entrance Tile	Risk and Reward Entrance Tile	Time Cards
1	7 Random + 1 Downstairs	1	1 (random)	10
2	7 Random + Downstairs	1	1 (random)	12
3	9 Random + Downstairs	1	1 (random)	14
4	11 Random + Downstairs	1	1 (random)	18

Game Flow

The Game Flow happens in 3 basic phases:

1. **Time Phase**
2. **Explore Phase**
3. **Encounter Phase**
4. **Village Phase** (between Floors only)

At the start of a player's turn, they will start by beginning the **Time Phase**. Immediately after their **Time Phase**, they begin their **Explore Phase**. Immediately after they finish their **Explore Phase**, they will start their **Encounter Phase**. After that, the player's turn has ended and it is then the next player's turn.

Time Phase

At the start of every player's turn, they must draw, flip over, and place a **Time Card** into the discarded **Time Area**. If at any point all of the **Time Cards** are discarded, the players lose the game.

If you're playing with **Deities**, when you flip a **Time Card**, check to see if the **Deity Time Card** matches your **Deity Card**. If it does, then you will remove 3 **Damage Tokens**.

Explore Phase

The **Explore Phase** is where the player will move their **Hero Avatar** throughout the dungeon. Each **Dungeon Tile** card has 5 spaces (the corner spaces can't be occupied by a **Hero**) in which the **Hero** may or may not be able to move.

The **Hero** moves spaces equivalent to the *SPD* value on their **Hero Card**. **Heroes** can gain additional *SPD* by acquiring new cards to equip that give them added *SPD*. A player does not have to use all of their **Hero's** *SPD*, in fact they may skip the **Explore Phase** entirely. During the **Explore Phase** you may also reveal new **Dungeon Tiles**. In order to reveal a new **Dungeon Tile**, the **Hero** must have at least 1 *SPD* left to reveal the new tile and immediately place their **Hero Avatar** onto the *arrow space* of the newly placed **Dungeon Tile**. Be sure to place the new **Dungeon Tile** with the arrow facing the same direction your **Hero** is moving.

Heroes cannot move onto spaces on Dungeon Tiles that contain walls (see pg. 5 of the base game rulebook for examples)

During the **Explore Phase** your **Hero** may pass through or land on a space with a **Treasure**, **Potion**, **Artifact, Lost Pixel**, **Set Treasure**, **Shop**, **Crafting Anvil**, or **Cheat Chest** icon. When this happens, draw a card or cards corresponding to those icons. Additionally, place a **Search Token** on those spaces, marking that they've been looted. Alternatively, you can choose to ignore these spaces.

Note: **Potion** cards are placed in front of you face down. You cannot know a **Potion's** effect until you decide to use the **Potion**.

There are also certain spaces that have different effects on your Hero when stepped on:

- **Water** - Uses 2 *SPD* instead of 1
- **Acid** - Your **Hero** receives 1 damage token
- **Lava** - Uses 2 *SPD* instead of 1 *and* your **Hero** receives 1 damage token
- **Void** - Flip over 1 **Time Card**

Fishing

If your **Hero** ends their **Explore Phase** on a **Water Space** you may choose to go fishing. If you **Fish**, draw 1 random Fish Token from the **Fish Token Bag**.

- **If it's a Fish:** Gain 1 **Fish Card** matching the size of the **Fish Token** you drew. DO NOT LOOK AT THE FISH CARD. Then place the **Fish Token** back into the game box.
- **If it's a Sunken Chest:** Gain 1 random **Sunken Treasure Card**. Then place the **Sunken Treasure Token** back into the game box.
- **If it's a blank:** You gain nothing. Place the **Blank Water Tile** back into the **Fish Token Bag**.

Feeding Your Pet

Anytime during your **Explore Phase**, you may feed your **Pet** a **Fish**. Flip a **Fish Card** over and place it on top of your **Pet's** picture (the top half of the **Pet Card**). This changes the image, name, and boost. This, however, is temporary. When you enter a new **Floor**, discard the transformed **Pet Card**, and your **Pet** turns back into its normal self. Also, while your **Pet** is transformed, it maintains its standard ability as usual.

A newly revealed **Dungeon Tile** may have a "**?**" symbol which represents an **Event**. As soon as your hero is placed onto the arrow space with a "**?**" symbol on it, you will need to draw an **Event Card**. Resolve the **Event Card** to gain new **Abilities**, **Treasures**, **XP**, or other advantages. An undefeated **Event** can cause your **Hero** to receive **Damage Tokens**, lose your turn, or other negative effects to your **Hero**.

Resolving an Event

When looking at an **Event Card**, note the *Trait* (found below the card's *Name*) and the *Check*. The *Trait* will let you know what kind of **Event** it is. The *Check* lets you know what **Base Stat Die** you will need to roll in order to defeat the **Event**.

In order to defeat the **Event** you will need to roll one of three main *Stats* from your **Hero** card. Those stats are *STR*, *DEX*, or *INT*.

Each **Event** is different and requires you to roll based on either a specific *Stat* or the *Stats* of your choice (each **Event** card will specify what needs to be rolled). To defeat the **Event**, you need to roll a number *greater than or equal to* the number listed on the **Event**. No **Equipment** on your **Hero** can aid the **Hero** in any way unless otherwise stated on the **Equipment** card. Regardless of whether an **Event** is *defeated* or *undefeated*, place it on the bottom of the **Event** deck after you are done resolving the **Event**.

Note: Some **Events** may give you 2 choices of *Stats*, in those instances just roll for the *Stat* of your choosing. Some **Events** will have no *Check* stats to defeat. In those instances, you immediately resolve the *Effect* without rolling for any *Stat*.

There are also **Catacomb Spaces** that will see your **Hero** play a mini-game. When a **Hero** steps onto a **Catacomb Space**, this triggers the exploration of the **Catacombs**.

Resolving Catacomb Spaces

When your **Hero** steps onto a **Catacomb** space, your hero receives 10 Energy tokens. You will use these tokens to gamble with in a black jack style mini-game. During the exploration of the **Catacombs** you will flip over the top card of the **Catacombs Deck**. This will have an energy value at the bottom of the card. You

will immediately spend your **Hero's** energy equal to that value. Going through the **Catacombs** can be very rewarding.

But, if you draw the next card of the **Catacombs** deck and you do not have enough energy per the card's energy value, you will lose everything you earned during your exploration through the **Catacombs**. You can Leave the **Catacombs** at any time during your exploration. This mini game is a press-your-luck style game. There can be traps and even the dreaded Doom Hound in the **Catacombs** so you will have to use your judgement to see if it's worth the reward. Your turn ends as soon as you decide to leave or if you run out of energy in the Catacombs.

Resolving Shop Spaces

A **Hero** may purchase **Items** while on a **Shop Space**. Place the top 3 cards from the **Treasure Deck** face up. The value of each **Treasure** is shown next to the Item's name. Each card in your hand is worth 1 gold. Discard cards from your **Inventory** equal to the gold value on the **Treasure Cards** that you wish to purchase. Any cards not purchased are then placed on the bottom of the **Treasure Deck**.

Resolving Crafting Anvil Spaces

A **Hero** may **Craft** while on these spaces. Only 1 **Treasure** may be crafted. You may equip the new **Treasure** no matter what level your **Hero** is, but this item cannot be equipped by another **Hero** (if traded) if they do not meet the level requirements.

Crafting: You may discard any 2 **Treasure Cards** to draw a **Treasure** from the current floor. You may equip/use the **Treasure Card** even if you don't meet the current Floor's level. You may only **Craft** when prompted.

Resolving Cheat Chest Spaces

These chests are locked and must be picked using the 3 **Lock Picking Dice** (Red d6, Green d6, Blue d6.) If your **Hero** is standing on a **Cheat Chest Space**, they may attempt to pick the lock by rolling the 3 **Lock Picking Dice** up to 5 times. You are attempting to get the exact numbers located in the colored boxes on the back of the top **Cheat Card** in the **Cheat Card Deck**.

After each roll, the hero may keep any dice that match the corresponding numbers, then continue rolling. If you are able to match all the numbers, you will then reveal and gain the **Cheat Card**. Then place a **Search Token** on the space. If you do not get the correct numbers, a **Search Token** IS NOT placed and this chest may be attempted again on a future **Explore Phase**.

Encounter Phase

The **Encounter Phase** happens immediately after the **Explore Phase** (after you are done moving your **Hero**). At the start of the **Encounter Phase**, you will draw a **Monster Card** off the top of the **Monster Deck** matching the number of the Floor you are on currently. When a **Monster** is drawn you and the **Monster** begin combat.

Combat can be a little complicated, requiring some addition and subtraction. Some things to note:

- Your Hero's Physical ATKs (STR, DEX, INT)
- Your Hero's DEF
- The Monster's Physical ATKs and DEF
- The Monster's Elemental ATKs and DEF

At the start of combat, determine which *Stat* (*STR*, *DEX*, *INT*) die you will be rolling, in order to do physical damage to the **Monster**. When rolling for physical damage, add in any other dice that **Treasure Cards** may give and include any "+" values. "+" values will give your **Hero** that number without having to roll. After adding up all physical *ATKs*, subtract the **Monster's** physical *DEF* from your total. If there is still a positive number remaining, that is the amount of physical damage the **Monster** receives. Then repeat that process for each of the *Elements* (*Fire*, *Ice*, *Light*, *Dark*, *Air*, *Electric*, *Earth*, *Poison)*.

Co-Op Combat: During your **Hero's Encounter Phase**, any player may assist in the Combat as long as they are on the same **Dungeon Tile**. The assisting **Hero** must only roll their base *ATK* though.

The order of combat will always start with the **Hero** attacking the **Monster** first. If the **Monster** still has life remaining after the **Hero** attacks, then the **Monster** will perform the process the **Hero** just performed. This will continue until the **Monster** or **Hero** is defeated.

Upon defeat, **Monsters** will give your **Hero** *1XP*. Once your hero reaches *5XP*, the **Hero** will *Level Up* and can now use higher tier **Treasures**. When a **Monster** is defeated it is discarded. Create a separate discard pile for defeated **Monster Cards**.

Monsters with their name in yellow are considered **Elite Monsters**. **Elite Monsters** are stronger **Monsters** that may appear on each floor. **Elite Monsters** award *2XP* when defeated.

Monsters with their name in red are considered **Boss Monsters**. **Boss Monsters** award *3XP* and 1 **Artifact**.

In addition to **Monster Cards**, you may also draw **Monster Enhancer** cards or **Sheep Cards**.

Monster Enhancer Cards

A **Monster Enhancer Card** gives a **Monster** an ability or buff throughout the **Encounter Phase**. This makes the **Monster** stronger and tougher to kill, but upon defeat your **Hero** will receive a better reward. Note that it is possible for a **Monster** to have more than 1 **Monster Enhancer**.

When a **Monster Enhancer Card** is drawn, place it in your play area and draw another **Monster Card**, splaying the **Monster** card on top of the **Monster Enhancer** card. Should another **Monster Enhancer Card** be drawn, splay it and continue drawing, repeating this process until a **Monster Card** is drawn.

If you happen to draw a **Monster Enhancer** called *Wandering Monster*, you draw a monster from the **Wandering Monster** deck. This deck is an assortment of new **Monsters** with various strengths. They are meant to simulate **Monsters** that walk from floor to floor throughout the dungeon.

Sheep Cards

When a **Sheep Card** is drawn, all **Monster Enhancer Cards** and the **Sheep Card** itself is discarded. The **Hero's** turn and **Encounter Phase** is over and it is the next player's turn.

Evade

There may be some **Monsters** that you draw that may be too hard to defeat with your **Hero**. In those instance you may choose to *evade*, but only when the **Monster** is first drawn, and prior to any attacks.

Evading a **Monster** requires you to roll a *1d6*. If you roll a number *equal to or less than* your **Hero's** base *SPD* stat, then you have successfully *evaded* the **Monster**. The **Monster** is then placed at the bottom of the **Monster Deck**. An *evaded* **Monster** is not a *defeated* Monster, so no *XP* is gained by the **Hero**.

Village Phase (between floors only)

In between each Floor of the dungeon, you will get to go to the **Village**. During the **Village Phase**, you may perform specific actions and/or build new buildings into your **Village**, in any order you choose.

Build: The only **Building** you start the game with is the **Hero's Home**. Look at all the other **Buildings** in the **Building Deck**. You may *build* any amount of new **Buildings** by spending **XP Tokens**. When a **Building** is *built*, flip that **Building Card** over to its *unlocked* side and place it near your **Village** area near the **Hero's Home**.

Visit: At the start of each **Village Phase**, you gain 2 actions. Visiting a *built* **Building** in your **Village** requires an action. You may visit each **Building** only once per **Village Phase**. You may even spend an action to visit a **Building** that you *built* this turn.

Hero's Home: This **Building** is the only way your hero can now level up. Going to your **Hero's Home** is a free action, and you will need to spend *5XP* to level up your **Hero** following the normal *Level Up* rules. Again, each **Building** can only be visited once per **Village Phase**.

Inventory: Treasures and Artifacts

Your **Hero** can equip cards to make them stronger in both *physical* and *elemental* statistics. **Equipment Cards** have a level requirement your **Hero** must meet or exceed in order to equip. Most of your **Equipment** will come from **Treasure Cards**, but there may be instances where you find some EPIC loot called **Artifacts** that have no level requirement to equip.

A Hero has the following Equipment slots:
- 1 Headgear
- 1 Armor
- 1 Weapon
- 1 Boots
- 2 Accessories
- 1 Pet

Your **Hero** can only have 1 **Artifact** equipped at any given time.

Your Hero can only have one **Cheat Card** as well. If you have a **Cheat** and acquire another **Cheat**, you must either keep the **Cheat** you have or swap it out. The **Cheat** you choose not to keep must then be discarded. Cheats can be played to the left of your **Spell** row.

In addition to the **Equipment** your **Hero** is wearing, your **Hero** also has an **Inventory**. Your hand is considered your **Inventory**, Your **Hero** can only hold a max of 5 cards in your **Inventory** at a time. The very instant you go over 5 cards, you must discard cards until you are back at your 5 card limit.

Note: **Potion Cards** do not count as cards in your **Inventory**.

Basic Game Rules

Leveling Up

- **Heroes** start at level 1. When a **Hero** gains *5XP*, the **Hero** *Levels Up* to the next sequential number, up to a max of level 10. The **Hero** gains a new **Spell**, removes 3 **Damage Tokens**, and can now use and equip **Treasure Cards** matching their new level.
- When gaining a new **Spell Card**, draw 2 **Spell Cards**. Choose 1 to place into your **Spell Area** and place the other on the bottom of the **Spell Deck**.

Entering a New Floor

- When your **Hero** finds the **Downstairs Dungeon Tile**, you may enter the next Floor and all the players automatically follow.
- Reset your **Time Deck** by flipping the **Time Cards** back to their green side. If you're playing with **Deities**, shuffle the **Time Deck** as well.
- When you enter a new Floor, draw 2 **Gem Cards**. If more than 1 player is playing then all other players draw only 1 **Gem Card**.

- Set aside all **Dungeon Tile** cards with *Stairs*, *Portals*, *Catacombs*, and *Pixels*. Also set aside all Red, Green, and Blue **Dungeon Tiles** and their 4 entrance cards.
- Then with the remaining **Dungeon Tile Cards**, build a new deck consisting of a number of random cards based on player count, 1 **Catacombs Dungeon Tile**, 1 random **New Dungeon Area Entrance Tile**, and the **Downstairs Dungeon Tile**. Shuffle those cards to form your new **Dungeon Deck**.
- On the 10th Floor, you will instead form a **Dungeon Tile** deck consisting of 2 fewer random cards for your player count, 1 **Catacombs Dungeon Tile**, 1 random **New Dungeon Area Entrance Tile**, 1 **Portal Tile**, and 1 **Pixel Tile**.

Equipped Cards

- When attempting to use the *physical* or *elemental* stats of equipped cards, you must look at what the equipped card is boosting. For example, if you want to use a bow weapon and it boosts only *DEX*, then your **Hero** for that combat must roll their *DEX* die.
- The same goes for *elemental* stats. Your **Hero** must roll their corresponding base state die with the equipment they're attempting to use.

End Game

- You can only beat the game by reaching the 10th floor, finding the **Lost Pixel**, and placing your **Hero** onto the *Portal Icon Space*.
- There are 2 ways to lose:
  - When the last **Hero** in the game reaches 0 life
  - If you discard all **Time Cards** on a Floor
- Only the **Hero** with the **Lost Pixel Card** can reach the *Portal* to win the game for all the players
- When playing a multiplayer game, when a **Hero** dies, another **Hero** can move onto the dead **Hero's** space. They may then take anything from the dead **Hero's Equipment** or **Inventory**. This can only be done once for any given dead **Hero**.

Advanced Class Cards

When your **Hero** reaches a certain level (meeting the **Advance Class Card** requirement) you may choose between 2 new *Classes* for that particular **Hero**, essentially earning a new *Ability*, while keeping your original *Ability* as well. Once a new *Class* is chosen, that is your *Class* for the rest of the game. Lastly, when choosing your new *Class*, place a **Blue Hero Cube** on the *Class* as a reminder of your choice.

Side Quest Cards

Each hero begins the game with 3 **Side Quests Cards**. These cards have **Heroes** meet certain requirements to gain rewards. When that requirement is met, your **Hero** receives the reward and the **Side Quest Card** is discarded. It is up to you to pay attention to your **Side Quests** to earn the rewards when they are triggered.

Pet Cards

Pets are added to your **Equipment** row and will give your **Hero** a buff in stats or **Inventory** space. All pets can be discarded for a more powerful 1-time ability. Once the **Pet** is discarded, it is removed from the game.

Risk and Reward's New Dungeon Areas

There are 3 new areas of the dungeon which are called Crystal Caverns, Swamp Caves, and Ember Chasm. Each new area your **Hero** enters bares dangers and risk, but the reward is great thanks to the new **Set Treasures**.

Keep the 3 new **Dungeon Areas** (consisting of 3 cards each of matching colors) separate from the main deck. Then shuffle (at random) one of the 4 **Dungeon Area Entrance** tiles in your **Dungeon Floor Deck**. This will add 1 additional tile to your **Dungeon Floor Deck**. This does not increase the number of **Time Cards**.

If your **Hero** decides to enter one of these new areas, you will then take the 3 appropriate colored **Dungeon Tiles** matching the color of the entrance. You will place all 3 **Dungeon Tiles** in a row for the **Hero** to walk through. If there is not room for all 3 without running into another **Dungeon Tile**, then place as many as you are able. If the entrance is blocked and there is not room for any, then the **Hero** will not be able to enter.

New Dungeon Area Risks

Swamp Caves - Just before a **Hero** enters the **Swamp Caves**, and at the start of the **Explore Phase** in the **Swamp Caves**, the Hero must roll *2d6*. If the result is doubles, the **Hero** loses all base *SPD* for 1 **Explore Phase**. This doesn't effect any **Treasures** that are equipped

Crystal Caverns - While the **Hero** is in the **Crystal Caverns**, their *SPD* is reduced by 2. *Example:* If they have a *SPD* of 4, they will only be able to move 2 spaces.

Ember Chasm - While the **Hero** is in the **Ember Chasm**, they receive 1 **Damage Token** for every space their **Hero** moves. *Example:* If your **Hero** moves 4 spaces in the **Ember Chasm**, your hero receives 4 **Damage Tokens**.

Game Over's Rainbow Rift Dungeon Areas

This new **Dungeon Tile** may show up during your game. Huge benefits can come from the **Rainbow Rift**, however, it can be very risky entering this new **Dungeon Area**. The **Monsters** may look cute and cuddly, but they are vicious. The **Rainbow Rift** includes new ways to gain tons of *XP*, **Artifacts**, and **Set Treasures**.

Rainbow Rift: When a **Hero** steps into this Rift, a few things happen:

- They remove all the current **Dungeon Tiles** that are in play. They place the **Rainbow Rift Starting Portal Tile**. (This tile has the matching portal as the one your Hero entered.)
- Start your **Time Cards** over again, as if you are starting a new floor.

- During the **Encounter Phase**, you will draw from the **Rainbow Rift Encounters Deck**. This deck has both **Monsters** and **Events**.
- As soon as a **Hero** walks into a blue portal, they exit the **Rainbow Rift** and enter the next floor.
- *Rainbows* act as walls. They cannot be passed through

Set Treasures

The more **Set Treasures** that your hero has equipped of the same **Set**, the more abilities or stats your **Hero** will gain. When your **Hero** lands or passes through the **Set Treasures** Icon, draw a **Set Card** from the **Set Deck**.

Set Bonuses

- **1 Piece** - No ability
- **2 Pieces** - Gain +2 *STR* against **Monsters** during the **Encounter Phase**
- **3 Pieces** - The 2 Piece bonus + Remove 2 **Damage Tokens** from your **Hero** at the start of each floor.
- **4 Pieces** - The 2 and 3 Piece bonuses + Your base *STR* attack roll ignores the **Monster's** *DEF*

Unidentified Items

In each **Treasure Deck**, there are now **Unidentified Item Cards**. If a player ever gains 1 of these **Item Cards**, they may spend XP to *Identify* the item. When this happens, the player draws a card from the **Unidentified Items Deck**.

Deities

Deity Cards: **Deity** cards make the game slightly more difficult, but also more rewarding in how they can provide healing upon their arrival. However, each **Deity** has a restriction that the hero must follow or else suffer the consequence. If the restriction is broken, the **Hero** will take damage and abandon (discard) their **Deity**.

Deity Abandonment: If the **Hero** ever goes against their **Deity** restriction, they abandon their **Deity**. The **Deity** is then discarded. The **Hero** may NEVER gain a new **Deity** card. If you are also using the *Village game mode* the **Shrine Building** only replaces **Deity** cards, and cannot give a new **Deity** to a **Hero** who abandoned their original **Deity**.

New Co-Op Death Rules

In a 2-4 player game, if a **Hero** dies while exploring a floor, they cannot continue playing until the start of the next Floor. If at least 1 **Hero** makes it to the next floor, all dead **Heroes** come back to life, but they lose all earned *XP* and half of their life (rounded up). Your **Hero** keeps all their equipped treasures, but must discard their inventory and any **Potions** they had. This removes player elimination from the base game.

Nightmare Mode

So you thought questing for the Lost Pixel was too easy? Well, try this new mode of difficulty to add a bit more flavor and choice to each game. It is time to min-max!

Elemental Stats: When attacking a **Monster**, you MUST choose only 1 of your *elemental* stats to add to your base physical damage.

However, **Monsters** still roll all attack dice to include all *elemental* dice. When defending against all of the *elemental* damage, you may use all of your *elemental* damage, you may use all of your *elemental* defenses. Only attacking will be affected by this new mode.

Example: You are playing as the Fighter and you have the Magic Glove accessory. Your Fighter chooses *STR* and rolls *1d10* for physical attack, but must choose to either use the *Fire* or *Ice* attack from the Magic Glove. You no longer roll for both *elements*.

New Spell Rules: When you use a **Spell**, turn it sideways to show that it is now locked. You may unlock 1 **Spell** after each floor, turning the **Spell Card** of your choice back to its normal position. So if your **Hero** uses all 3 of their spells on a Floor, the **Hero** may only be able to unlock 1 of these **Spells** to use for the next Floor.

New Artifact Rules: Still in accordance to the updated rules, you may only ever have 1 **Artifact** equipped at a time. In addition to that restriction, you may only ever use an **Artifact Card** once. When you use an **Artifact**, it is now discarded.

Equipping in Battle: You may no longer equip new **Equipment** while in battle. Once you begin the **Encounter Phase**, you are stuck with the **Equipment** you have on your **Hero**.

Fishing: If you have the **Sunken Treasure Expansion**, you may utilize this helpful new rule. You may now cook **Fish** for your **Hero**, in addition to the ability to feed your **Pet**. If you end your turn adjacent to a *Lava Space*, you may discard 1 **Fish** card and gain the following:

- **Small Fish:** Heal 3 **Damage Tokens**
- **Medium Fish:** Restore 1 **Time Card**
- **Large Fish:** Heal 5 **Damage Token**
- **Trophy Fish:** Heal 5 **Damage Tokens** and restore 1 **Time Card**

Village Game Mode: When playing solo and with **Nightmare Mode**, you MUST play with the **Village Game Mode**

Rules Clarifications

- When playing with multiple players, only one player needs to reach the *Downstairs Icon* to move onto the next Floor
- At the start of each Foor, players may trade cards with each other. Players may also trade if their **Heroes** are on the same Dungeon Tile. Note that **Pets** cannot be traded to other players.
- Token usage:
  - **Damage Tokens** - Used to keep track of **Hero** and **Monster** life when they take damage
  - **XP Tokens** - Used to keep track of your **Hero's** experience points

  - **Search Tokens** - Used to mark looted **Treasure**, **Artifact**, and **Potion** icons on **Dungeon Tile Cards**. No 2 **Heroes** can be rewarded for the same space
  - **Save Point Tokens** - Used to reflect the *Save Point Event* effect
  - **Energy Tokens** - Used when entering the **Catacombs**, Every Hero starts with 10 Energy Tokens when entering the **Catacombs**.
- If an **Event** doesn't tell you to immediately end your turn, continue your turn normally after resolving the effects of the **Event**
- If a **Spell's** effect does damage to a **Monster**, the attack is based on the element the **Spell** has in the *Spell Type* box on the **Spell's Card**. This only effects the **Hero's** *ATK*, not their *DEF*.
- **Artifact** cards do not require your hero to be a certain level. They can be equipped at any time or any level.
- *Attacking:* **Spell** cards or **Items** that say "roll your *ATK*/*STR*/*DEX*/*INT* (+Dice/Number)" only gain the bonus amount to the right of the "+". You do not roll your base attack again.
- *Discarding:* When discarding any cards, place them under their corresponding deck. If a card says to draw a card from a discard pile, draw from under any of the decks corresponding to the card's effect